Glossário

Todos os significados foram obtidos no site SEVOCB: https://pascal.computer.org/sev_display/index.action

Software Engineering**. (1)** systematic application of scientific and technological knowledge, methods, and experience to the design, implementation, testing, and documentation of software *(ISO/IEC 2382:2015 Information technology -- Vocabulary) (ISO/IEC/IEEE 24748-5:2017 Systems and software engineering--Life cycle management--Part 5: Software development planning, 3.16)* **(2)** application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software *(ISO/IEC TR 19759:2016 Software Engineering -- Guide to the Software Engineering Body of Knowledge (SWEBOK)) (ISO/IEC/IEEE 12207:2017 Systems and software engineering--Software life cycle processes, 3.1.52) Syn:* SE, SWE

Software system: system for which software is of primary importance to the stakeholders *(ISO/IEC/IEEE 12207:2017 Systems and software engineering--Software life cycle processes, 3.1.55) See Also:* software-intensive system.

architecture. (1) [system] fundamental concepts or properties of a system in its environment embodied in its elements, relationships, and in the principles of its design and evolution *(ISO/IEC/IEEE 12207:2017 Systems and software engineering--Software life cycle processes, 3.1.6) (ISO/IEC/IEEE 42010:2011 Systems and software engineering--Architecture description, 3.2) (ISO/IEC/IEEE 15288:2015 Systems and software engineering--System life cycle processes, 4.1.5) (ISO/IEC/IEEE 24748-1:2018 Systems and software engineering--Life cycle management--Part 1: Guidelines for life cycle management, 2.6)* **(2)** set of rules to define the structure of a system and the interrelationships between its parts *(ISO/IEC 10746-2:2009 Information technology -- Open Distributed Processing -- Reference Model: Foundations, 6.6)* **(3)** fundamental concepts or properties of an entity in its environment and governing principles for the realization and evolution of this entity and its related life cycle processes *(ISO/IEC/IEEE 42020:2019 Software, systems and enterprise -- Architecture processes, 3.3) Note:* Architectures can address a wide range of concerns, expressed, for example, through architecture views and models, as illustrated in the following examples associated with particular kinds of architectures such as security architecture, functional architecture, physical architecture, resilience architecture. *See Also:* component, module, subprogram, routine.

system development. (1) process that usually includes requirements analysis, system design, implementation, documentation and quality assurance *(ISO/IEC 2382:2015 Information technology – Vocabulary).*

design view. (1) representation comprised of one or more design elements to address a set of design concerns from a specified design viewpoint *(ISO/IEC/IEEE 24765j:2021) See Also:* design concern, design element, design viewpoint.

user experience. (1) person's perceptions and responses that result from the use or anticipated use of a product, system or service *(ISO/IEC TR 25060:2010 Systems and software engineering--Systems and software product Quality Requirements and Evaluation (SQuaRE)--Common Industry Format (CIF) for usability: General framework for usability-related information, 2.20) Note:* User experience is a consequence of brand image, presentation, functionality,

system performance, interactive behavior, and assistive capabilities of the interactive system; the user's internal and physical state resulting from prior experiences, attitudes, skills and personality; and the context of use.

prototype. (1) preliminary type, form, or instance of a system that serves as a model for later stages or for the final, complete version of the system *(ISO/IEC/IEEE 24765a:2011)* **(2)** an experimental model, either functional or nonfunctional, of the system or part of the system **(3)** a method of obtaining early feedback on requirements by providing a working model of the expected product before actually building it *(A Guide to the Project Management Body of Knowledge (PMBOK(R) Guide) -- Sixth Edition) Note:* A prototype is used to get feedback from users for improving and specifying a complex human interface, for feasibility studies, or for identifying requirements.

copyright. (1) exclusive right granted to the owner of an original work of authorship, which is fixed in any tangible medium of expression, to reproduce, publish, perform, or sell the work *(ISO/IEC/IEEE 24765:2017 Systems and software engineering-Vocabulary).*